

# USING THE ASDM72B LOW VOLTAGE SHARP FLASH ROM ADAPTER

The LOW VOLTAGE SHARP FLASH ROM ADAPTER (PART#ASDM72B) allows the Andromeda Research EPROM+ programming system to support the 72 pin DIMM modules with attached LOW VOLTAGE Sharp flash memory chips. The EPROM+ system supports the actual flash parts installed on the module as individual components thereby allowing each chip to be read, programmed or saved to a disk file. **WARNING: Do not use this adapter for any other 72 pin DIMM modules as the adapter or flash rom module may be damaged.**

**IMPORTANT NOTE:** The ASDM72B adapter does not support previous generation 5 VOLT flash roms used by Sharp. The 5 VOLT parts are supported by the ASDM72A adapter. **NEVER** install a LOW VOLTAGE flash rom into the ASDM72A adapter as the pin configurations are different and incompatible.

## IMPORTANT NOTE ABOUT SHARP FILES

At the time this document was created, Sharp was not providing files on Sharpnet which are compatible with direct programming into the flash rom using the EPROM+ system. Files for the LOW VOLTAGE flash roms are in a format which is only compatible with direct programming of the flash roms while installed in the copy or fax machine. You may use the ASDM72B adapter to log data from a programmed flash rom to a file. This file, a rom image or binary file, may then be used to create duplicates of the original flash rom. See the accompanying document, **HOW TO CREATE A BINARY IMAGE FILE USING THE SHARP FLASH ROM ADAPTER**, for the appropriate procedures.

## INSTALLING THE ADAPTER INTO THE PROGRAMMING UNIT

To install the adapter, lift the handle on the programming unit socket to about 45 degrees. Insert the adapter pins into the corresponding positions on the socket. With the adapter in place, release the handle to secure the assembly.

## INSTALLING THE FLASH ROM MODULE INTO THE ADAPTER

Orient the FLASH ROM MODULE such that the chips are facing the switch on the adapter (facing you) and press uniformly on both corners of the circuit board until the module snaps into place. Note that the ejector tab will rise when the module is fully inserted. To eject the module, press down on the ejector tab and the left corner of the module will release. Carefully remove the module from the socket.

## SELECTING THE PART NUMBER AND SETTING THE SWITCH

The modules use either one or two flash eproms which are soldered directly to the board. To determine the flash eprom part number, look at the actual chip(s) on the module. The chip will have one of two part numbers; LH28F800BV or LH28F320BJ. These part numbers are located in the EPROM+ DEVICE SELECTION TABLE under FLASH EPROMS. Enter the part number from the chip which is located on the module.

Since a flash rom module may have one or two parts soldered to the board, the adapter has a slide switch which selects the chip with which you wish to work. Move the switch fully left to select CHIP 1. Move the switch fully right to select CHIP 2.

## USING THE ADAPTER

With the adapter and flash rom module installed, the switch set and the part selected, you may proceed to use any EPROM+ function. You may copy, read, program or archive to disk just as you would with a standard part. Note that the parts used on the flash rom module must be erased before they can be programmed. This is accomplished with the "Z" (Device Options) command.

